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DOCTOR WHO ADVENTURES

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POSTERS ◎ COMICS ◎ PUZZLES

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DOCTOR WHO ADVENTURES

WHAT'S INSIDE!

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EXPERIENCE THE WONDER OF SONTAR

PULL-OUT POSTER!

UK EDITION ISSN 1750-1717
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ISSUE 01
ALL NEW UPGRADE!

DEAR READERS,

Clara has just told me I'm supposed to write a letter to you, welcoming you to this issue of Doctor Who Adventures. I tried telling her that I'm too busy trying to find the hidden location of the Sea of Disquiet on the third moon of Tigella but I don't think she believes me. She told me to stop doodling on my blackboard and write the letter now. So, the Sea of Disquiet will just have to wait because she won't give me a moment's peace until I get this done.

First, let me congratulate you all on your fantastic good taste in buying this magazine. If you have always wanted to visit incredible new worlds and meet incredibly strange and wonderful people then you have come to the right place. Second, if you are an artificial life-form then I strongly advise you to stop reading right now because your thrill and chill receptors are about to go into overload when you see all the great things we've got in store for you.

Oh yes, Clara's looking over my shoulder and telling me to be sure to tell you that if you want to get in touch with me, rather than sending your letters to the TARDIS, somewhere in time and space, send them to;

Tell The Doctor,
Doctor Who Adventures,
Brockbourne House,
77 Mount Ephraim,
Tunbridge Wells, Kent TN4 8BS
Email: dwa@panini.co.uk

That's right, I really do want to hear from you, so send me your letters, drawings, thoughts and ideas and we'll be printing some of them in the pages of this magazine.

Right, instead of materialising in the Sea of Disquiet, the TARDIS has just landed in the heart of an erupting volcano on Spiridon, so I better sign off and get us out of here before it's too late.

Happy times and places! *The Doctor*

BBC DOCTOR WHO ADVENTURES

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SPECIAL THANKS TO: The cast & crew of Doctor Who, Jason Riley, Georgie Britton, Edward Russell, Scott Handcock, James Dudley, Matt Nicholls, Catherine Webb, Emma Cooney, Tom Spilsbury, Scott Gray, Russ Leach, Peter Ware & John Burns.

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BBC

U.N.I.T COMMAND CENTRE

ALERT • ALERT • ALERT • ALERT • ALERT • ALERT • ALERT

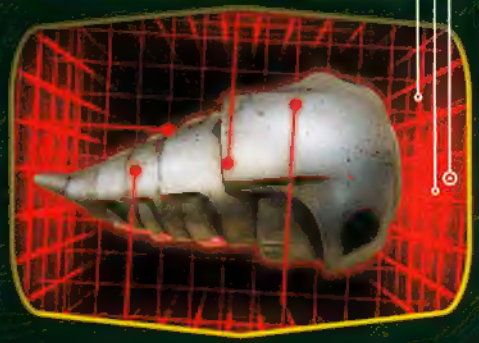
ALIEN ARMADA SIGHTED OVER INDIA

Reports just in of numerous sightings of what can only be described as a mass fleet of U.F.O.s in the skies above India. UNIT sources have confirmed that these objects do not originate from Earth and we can only guess as to the reason behind their appearance. It is feared that the armada of spacecraft have hostile intentions and that we could be facing an alien invasion attempt. Attempts are being made to find the man known only as 'The Doctor' to act as advisor in the face of what could be a devastating threat to life on Earth.

FULL REPORT ON PAGE 5

WARNING!

CYBERMAT INFESTATION

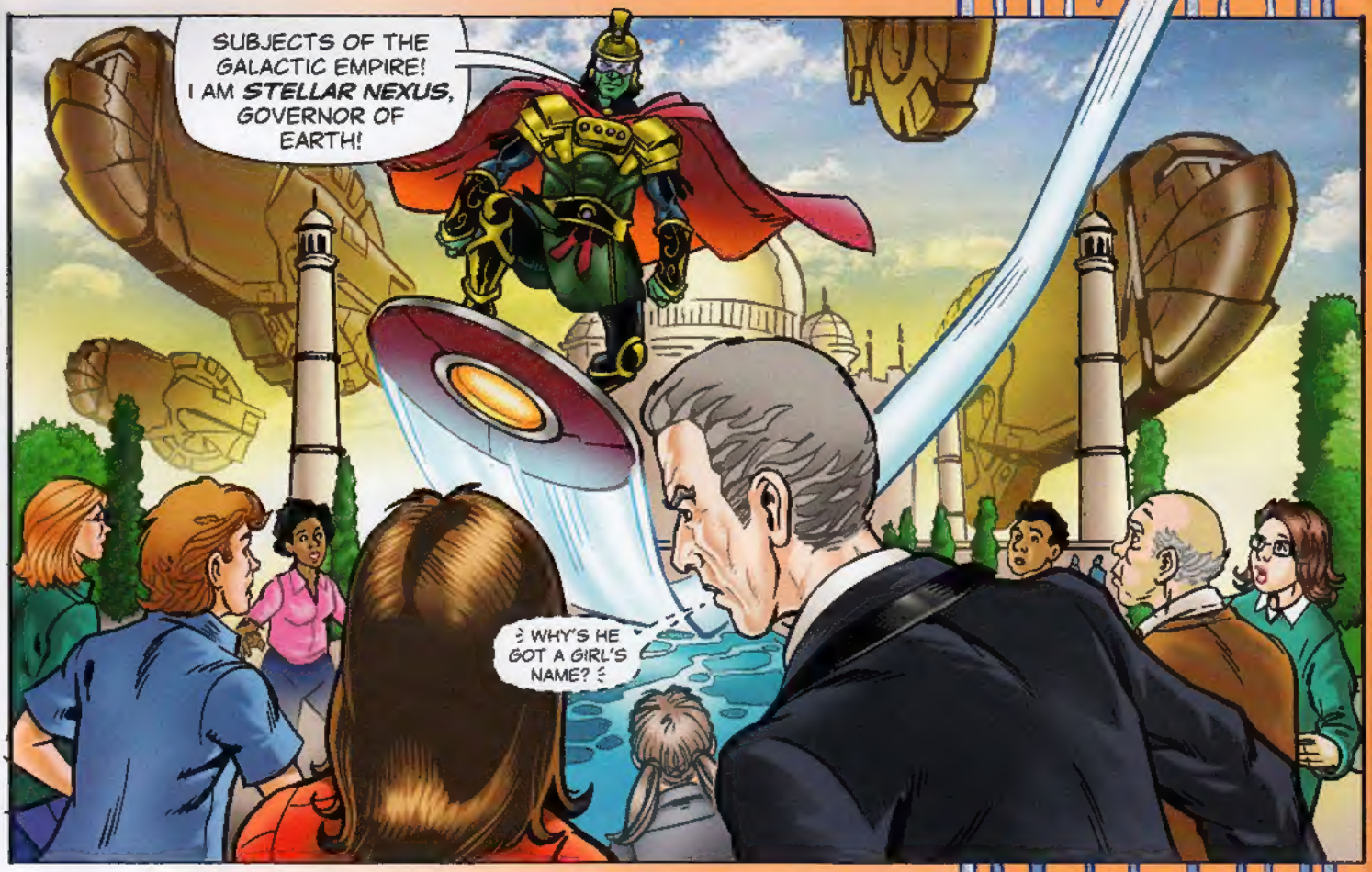


It is reported that this magazine is infested with lethal cybermats. Look carefully through the pages of the magazine and see if you can find all five cybermats before they report back to their masters, the Cybermen.

CRACKING THE ZYGON CODE

UNIT have managed to crack the codes being used by potentially hostile Zygon forces. We have intercepted three fragments of a Zygon message in the pages of this magazine. Use the key above to decode the fragments and put them all together. You will find the answer on page 34.

DOCTOR WHO ADVENTURES
EMPIRE'S FALL
THE TAJ MAHAL, AGRA, INDIA.
COME ON, CLARA, GIVE US A SMILE. YOU MAKE THE WEEPING ANGELS LOOK CHEERFUL!
ERR... DOCTOR, I THINK WE MIGHT BE IN TROUBLE.
STOP WORRYING. YOU'RE A WORRIER, CLARA. DON'T WORRY. WE'RE ON HOLIDAY.
MAYBE YOU SHOULD TELL THEM THAT.
OH. THEY DEFINITELY SHOULDN'T BE HERE.
SCRIPT: JASON QUINN ART: RUSS LEACH
COLOUR: JOHN BURNS LETTERS: CAROLINE DUNK


SUBJECTS OF THE GALACTIC EMPIRE! I AM STELLAR NEXUS, GOVERNOR OF EARTH!
WHY'S HE GOT A GIRL'S NAME?

EARTH HAS FALLEN BEHIND IN PAYMENT OF TAXES BY A LITTLE OVER FIVE BILLION YEARS. YOU HAVE TWENTY-FOUR HOURS TO DELIVER PAYMENT OR FACE ELIMINATION.

IN THE MEANTIME, I CHOOSE YOU TO ACT AS HOSTAGE!
DOCTOR!!??
ZZHHHAAAP!
ZZHHHAAAP!

HELLO, STELLIE. I'M THE DOCTOR. LOOK, I KNOW THIS IS A WEE BIT EMBARRASSING BUT YOU'RE WRONG ABOUT THAT TAX THING.
INDEED?
YOU'RE IN THE WRONG PLACE. EARTH CAN'T BE FIVE BILLION YEARS BEHIND IN TAX PAYMENTS. EARTH ISN'T EVEN THAT OLD. I'M AFRAID YOUR ACCOUNTANTS HAVE MADE A BIT OF A BOO-BOO.
THE EMPIRE DOES NOT MAKE BOO-BOOS! WE DIDN'T CONQUER THE UNIVERSE BY MAKING BOO-BOOS!
REALLY? WELL IF YOU'RE EMPIRE IS SO GREAT, HOW COME I'VE NEVER HEARD OF IT?
ENOUGH OF YOUR INSOLENCE!
CLICK!
YOU WILL SERVE AS AN EXAMPLE TO THESE PRIMITIVES. WE WILL SHOW THEM HOW WE DEAL WITH TROUBLE-MAKERS!
TROUBLE-MAKER? ME? OH, COME ON. WE WERE JUST HAVING A FRIENDLY DISCUSSION...

CONTINUED ON PAGE 22

WIN!

YOUR OWN SPIN AND FLY TARDIS!

30 GREAT CHARACTER OPTIONS SPIN & FLY TARDIS PRIZES MUST BE WON!

CHARACTER
www.character-online.com

The TARDIS is the Doctor's vehicle and home and it can take him to any place and any time! Now, you can control your very own TARDIS! Just clip the TARDIS onto the clear flight cradle to make it spin and fly! Special features include spring loaded doors, authentic sound FX, take off and landing light; and the new TARDIS interior!

We have 30 Spin & Fly TARDIS prizes to give away and all you have to do for a chance to win is answer the following question:

HOW TO ENTER

Q: What do the letters in TARDIS stand for?

A. TIME AND RELATIVE DIMENSION IN SPACE
B. TIME LORD AGE RACING DISGUISED INTELLIGENT SHIP
C. TIME AND ROCKET DRIVEN INCREDIBLE SPACESHIP

Send your answer to us via email to:
dwa@panini.co.uk
Write SPIN & FLY COMP in the subject bar of your email.
Make sure you tell us your name, age and address in your email! The first 30 correct answers drawn after the closing date will win a Spin & Fly TARDIS!

COMPETITION RULES: See above for how to enter by email. The promoter is Panini UK Ltd. Brockbourne House, 77 Mount Ephraim, Tunbridge Wells TN4 8BS. Make sure we have your entry before **11.59pm on 26th May, 2015.** 1. You can enter if you live in England, Scotland, Wales, Northern Ireland or the Channel Islands, unless someone in your house is employed by Panini UK Ltd. 2. This competition follows the BBC Code of Conduct for competitions - you can read this at www.bbc.co.uk/competitioncode. 3. By entering this competition, you promise to us that you have read these rules and that you will follow them. 4. We can't allow entries which arrive too late and we can't accept responsibility if your entry is lost. 5. We will choose the winners at random from all the correct answers we receive. 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 7. If you win, you will receive the prize described. We won't swap the prize for cash. If there is ever a reason why we can't give you exactly the same prize, we will give you something just as good or even better instead. 8. Winners will be contacted within 28 days of the competition closing date, either by post or email. Prize fulfillment will be within 28 days from the date we receive the winners' address details. 9. If we contact you to tell you you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up, or give it away in a future competition. **Your details:** We will use your name, address, and any other details that you give us to run this competition. If you win, we will pass them to the person who is providing the prize so that they can post it to you, and we may use your first name and county in the magazine, but we won't provide them to anyone else without your permission. You can find out the winners' first names and county once the competition is over by sending a stamped address envelope to Competition Rules, ATTN., Doctor Who Adventures, Panini UK Ltd., Brockbourne House, 77 Mount Ephraim, Tunbridge Wells, TN4 8BS.

CLOSING DATE: 26th MAY 2015

ACCESS TARDIS DATA

HELPING HANDS

We all know we can rely on the Doctor to save the day, but just like you, he can't always do everything on his own and sometimes he needs to rely on the help of others.

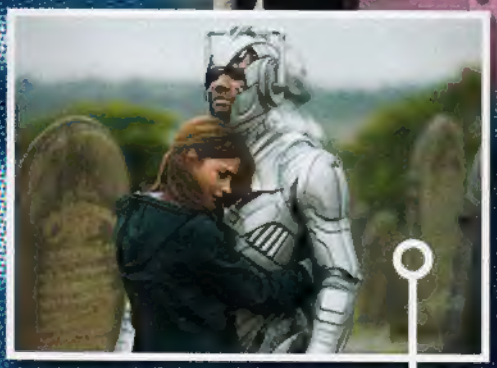
Let's take a look at some of the people apart from Clara that the Doctor has turned to in times of danger!

KATE STEWART

NAME: Kate Stewart
SPECIES: Human
DESIGNATED ROLE: Head of Scientific Research at UNIT.
NOTES OF INTEREST: She is the daughter of Brigadier Alistair Gordon Lethbridge-Stewart, an old friend and ally of the Doctor.
FIRST APPEARANCE: The Power of Three
LAST SEEN: Death in Heaven

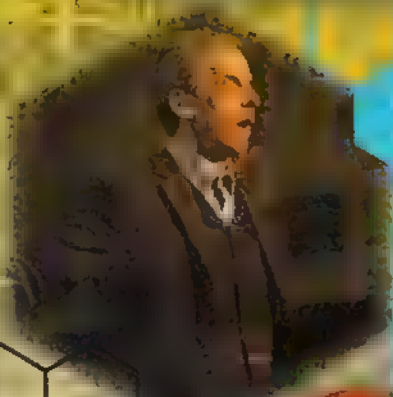
DANNY PINK

NAME: Danny Pink
SPECIES: Human
DESIGNATED ROLE: Former soldier, Maths teacher at Coal Hill Secondary School. Boyfriend of Clara Oswald.
NOTES OF INTEREST: The Doctor did not initially approve of Danny as boyfriend material for Clara. However, he has since proven himself a hero, resisting Missy's attempt to convert him into a Cyberman and leading a revolt against her which helped save humanity.
FIRST APPEARANCE: Into the Dalek
LAST SEEN: Death in Heaven



MADAME VASTRA

NAME: Madame Vastra
SPECIES: Silurian
DESIGNATED ROLE: Detective, warrior.
NOTES OF INTEREST: The Doctor helped convert Vastra from a blood-thirsty warrior with a hatred of humans into the adventurer she is today. She is now one of his closest and most trusted friends. She is extremely agile, strong and an expert swordswoman.
FIRST APPEARANCE: A Good Man Goes To War
LAST SEEN: Deep Breath



JENNY FLINT

NAME: Jenny Flint
SPECIES: Human
DESIGNATED ROLE: Maid to Madame Vastra, adventurer, detective.
NOTES OF INTEREST: She is married to Madame Vastra. An expert in hand to hand combat and lethal with a sword.
FIRST APPEARANCE: A Good Man Goes To War
LAST SEEN: Deep Breath

STRAX

NAME: Commander Strax
SPECIES: Sontaran
DESIGNATED ROLE: Former Sontaran warrior and nurse, now serves as butler to Madame Vastra.
NOTES OF INTEREST: A keen warrior, who has trouble telling men from women. Unlike most Sontarans who are totally dedicated to war, Strax does have other interests and is a very good nurse. He also has a talent for saying the wrong thing at the wrong time, which can make him appear rude to those who don't know him.
FIRST APPEARANCE: A Good Man Goes To War
LAST SEEN: Deep Breath

THE DOCTOR'S WORLD OF SCIENCE

Just imagine, you have to stop an alien invasion but they've caused a planet-wide blackout and the batteries in your torch have run out! How would you make it through the catacombs to their secret lair in the dark? Well, so long as you are stocked up with plenty of fruit and a handful of pennies your problems are over!

YOU WILL NEED

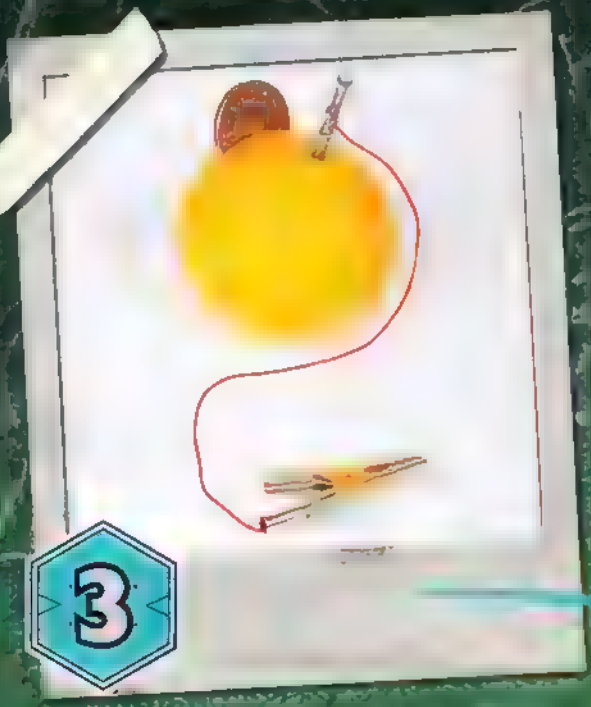
1 SMALL LED LIGHTBULB	7 OR MORE COPPER COINS
4 OR MORE FRESH LEMONS	ALLIGATOR CLIPS
ZINC NAILS	WIRE

1

SO, LET THE EXPERIMENT BEGIN! FIRST GENTLY SQUEEZE YOUR LEMONS, NOT ENOUGH TO BREAK THE SKIN, JUST ENOUGH TO GET THE JUICES FLOWING. THEN, CUT A SMALL SLICE IN YOUR LEMONS AND INSERT A COPPER COIN INTO EACH ONE.

2

AT THE OTHER END OF THE LEMON INSERT THE NAIL. DO THE SAME TO ALL FOUR LEMONS. SEE, I TOLD YOU THIS WAS EASY PEAZY LEMON SQUEAZY!



3

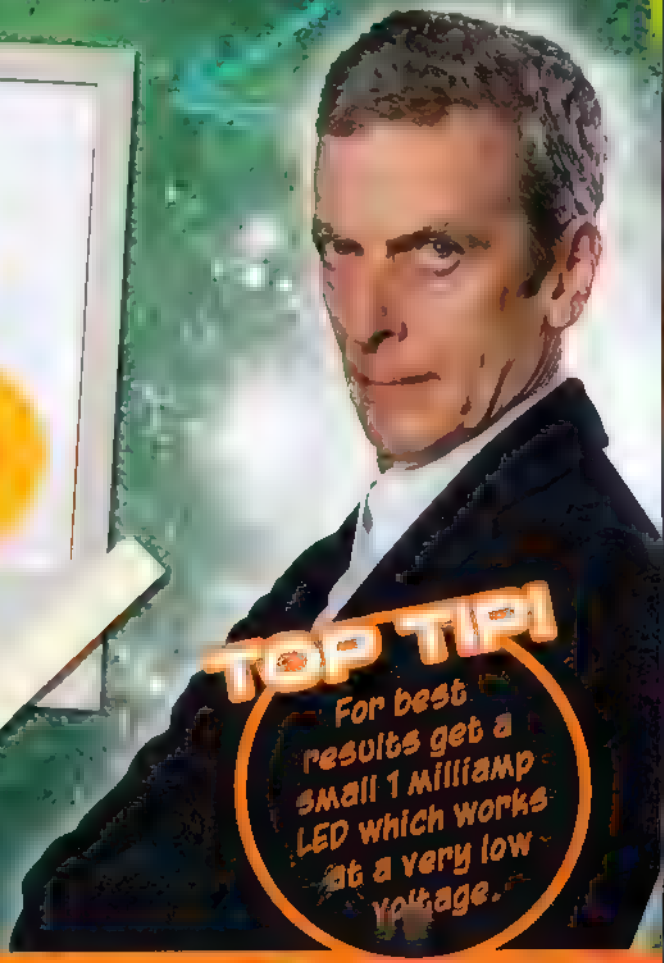
ATTACH [illegible] WIRE [illegible] NAIL AND [illegible] ALLIGATOR CLIP

4

[illegible] ALLIGATOR CLIP [illegible] COPPER COIN IN THE NEXT LEMON.

5

TO COMPLETE THE ELECTRICAL CIRCUIT JOIN THE WIRE ATTACHED TO ONE OF THE NAILS TO AN LED LIGHTBULB AND DO THE SAME WITH THE WIRE ATTACHED TO ONE OF THE COPPER COINS. WHEN DONE, YOU WILL HAVE CREATED A BATTERY CAPABLE OF LIGHTING THE BULB. IF NOT JUST ADD ANOTHER COUPLE OF LEMONS INTO THE MIX TO INCREASE THE CURRENT.



TOP TIP!

For best results get a small 1 milliamp LED which works at a very low voltage.

LET THERE BE LIGHT

BUT HOW DOES IT WORK???

It's easy! The acid in the lemons is just like battery acid and it reacts with the zinc in the nail and the copper to start a flow of electricity! The more lemons you connect together with wire, the stronger the power of your battery. The electrical current ends up flowing through your LED bulb making it light up.

U.N.I.T
ALIEN ARCHIVE
Name:
SKOVOX BLITZER
ALIEN TYPE:
Robot
HOME PLANET:
Unknown
MAIN USAGE:
Military killing machine
HOME PLANET:
Unknown
CLASSIFICATION:
Highly dangerous
NUMBERS:
Insufficient data, but presumably many
WEAPONRY:
Advanced high-tech
STRENGTHS:
One Skovox Blitzer has the potential to destroy an entire planet.
FIRST SIGHTING:
Coal Hill, Secondary School, Shoreditch, London
WEAKNESSES:
Cannot deviate from its orders
COAL HILL
SHOREDITCH
CURRENT WHEREABOUTS:
Deep space
Here is the second fragment of the intercepted Zygon message. Use the key on page 4 to decode the message and look out for the final fragment later in this issue.
ZYGON FRAGMENT
CODE 2

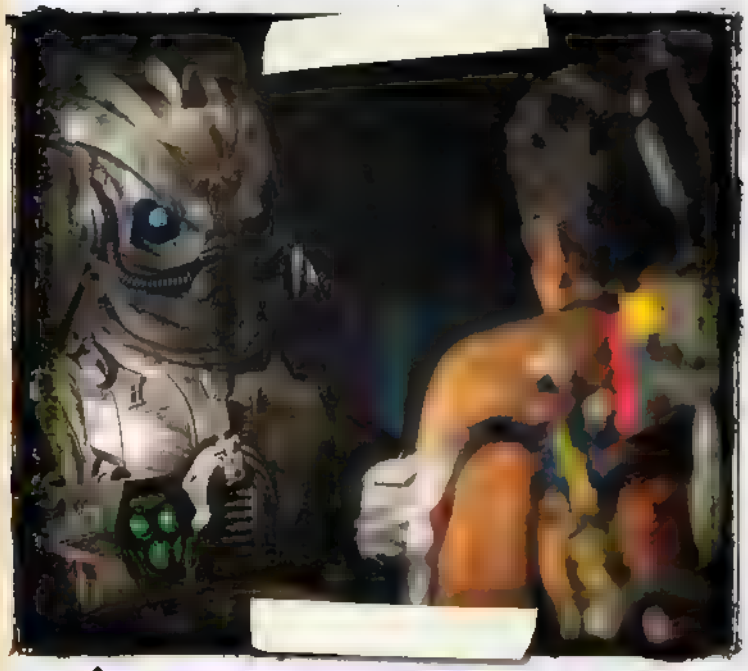
File: 001/001a	**Danger level:** EXTREME
Type: Class A	**F.A.O.:** All personnel

Summary:

To date, only one of these highly weaponised military machines has been seen on Earth. This was dealt with by the alien Time Lord known as The Doctor, who fooled it into believing he was its commanding officer. A full debrief of this incident can be found in the Doctor Who episode: The Caretaker.

Reason for alien presence on Earth:

It is believed the Skovox Blitzer was drawn to the area around Coal Hill by high levels of artron emissions, a form of energy connected to time travel.



WARNING!

If sighted, do not approach. If threatened the Skovox will not stop until the planet is entirely destroyed!

INITIATE PUZZLE SEQUENCE

TWISTED CONUNDRUM

The Doctor and Clara are busy trying to save the Earth from Stellar Nexus and you can help them by solving these strange alien problems!

INTO THE SPACESHIP

HOT WARM COOL

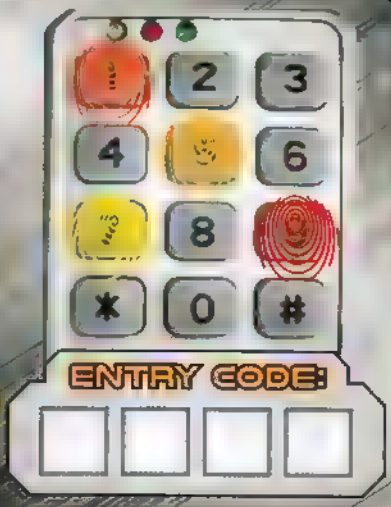


IMAGE 00890

A HELPING HAND

Congratulations! You got inside the spaceship. Now help Clara find her way to the Doctor. Your body armour can absorb two blasts so choose the path with least booby traps!

PAST JOURNEYS

Earth is only the latest destination in this spaceship's history. Take a look at the list and see if you can find the destinations hidden in the data-grid. The words can appear vertically, horizontally and diagonally.

M	A	R	S	K	V	D	G	H	E
O	E	A	Q	S	Y	U	N	J	M
O	K	R	U	A	Z	L	E	X	B
N	M	H	C	T	J	K	P	P	E
D	O	S	J	U	P	I	T	E	R
R	T	M	O	R	R	S	U	L	V
E	I	E	S	N	R	Y	N	A	J
Y	D	P	L	U	T	O	E	D	F
U	L	E	J	O	H	A	Y	O	D
I	V	E	N	U	S	Q	R	N	Z

- SATURN
- NEPTUNE
- JUPITER
- MARS
- VENUS
- MERCURY
- PELADON
- PLUTO
- TELOS
- EMBER
- SONTAR
- EDEN
- MOON
- DULKIS

CLONE CENTRE

You have stumbled across a clone laboratory, where the aliens have attempted to clone the Foretold. Can you spot 6 differences between these two clones?

BACK TO THE TARDIS

A blackout gives you cover to get back to the TARDIS but your enemies have been building fake time machines. The real TARDIS silhouette should be a perfect match with this picture. The others are all slightly different. Which one is the real TARDIS?

REAL TARDIS

ANSWERS ON PAGE 34

DOCTOR WHO
ADVENTURES
POSTER

STRAX'S GUIDE TO THE GALAXY

Greetings, human filth, today we will be looking at the best and worst places in the galaxy to visit. So, pay attention and start planning your inter-galactic holidays now!

ALFAVA METRAXIS

You would do well to avoid this place if you can, unless you are into looking at mouldy old buildings and getting lost in dark catacombs. The planet is excellent if you like blowflies but apart from that and some rather noisy birds, you won't find much of interest except for the Weeping Angels who were responsible for wiping out the local population centuries ago!

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

MARS

Mars, is a real let down as a holiday destination. I always believed that the red planet got its name from the blood of all the warriors that have been slain there. Alas, it gets its name from the presence of rust in its rocks. How disappointing. It was once home to the Ice Warriors, a mighty race, who have long since abandoned the planet. And I for one don't blame them!

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

THE MOON

Tactically, the Moon is a great place to visit and conquer. At the moment nobody lives there so you will miss out on the thrill of battle, but it is the perfect spot to mount an invasion of Earth, and the views are incredible. I am told by the Doctor that the Moon is actually a giant egg, but I think that may be an example of Time Lord humour, such as it is; because we all know the moon is made of cheese.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

SONTAR

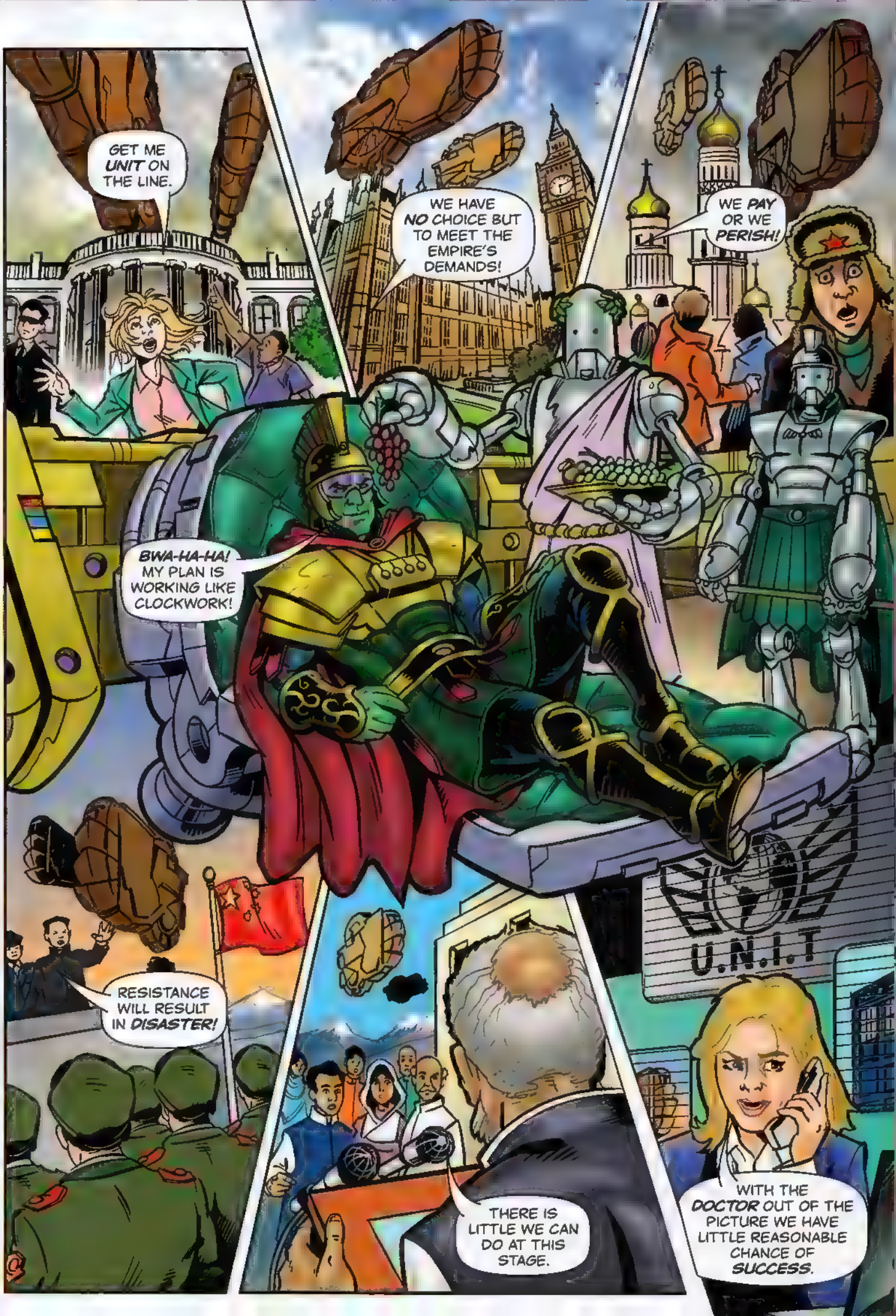
Sontar is possibly the most

then Sontar is the place to visit. Of course, my people would probably slay you on sight, but what a wonderful way to go!

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

NEXT TIME! Planning a holiday on Skaro, planet of the Daleks!

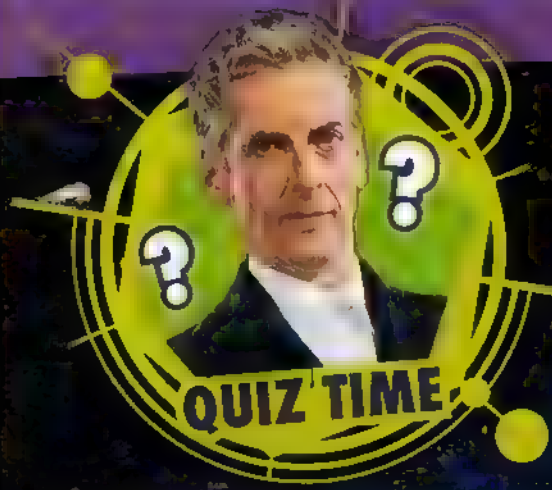
CONTINUED FROM PAGE 8


GET ME UNIT ON THE LINE.
WE HAVE NO CHOICE BUT TO MEET THE EMPIRE'S DEMANDS!
WE PAY OR WE PERISH!
BWA-HA-HA! MY PLAN IS WORKING LIKE CLOCKWORK!
RESISTANCE WILL RESULT IN DISASTER!
U.N.I.T
THERE IS LITTLE WE CAN DO AT THIS STAGE.
WITH THE DOCTOR OUT OF THE PICTURE WE HAVE LITTLE REASONABLE CHANCE OF SUCCESS.

VWOORRP!
VWOORRP!
AH, AT LAST!
YOU TOOK YOUR TIME! WHAT KEPT YOU?
DOCTOR? YOU... YOU'RE ALIVE! BUT WHAT ABOUT THE DRAGON? I SAW IT ATTACK YOU!
WHAT DRAGON? THERE'S NO SUCH THINGS AS DRAGONS? I'VE BEEN HERE ALL ALONG. NOW, QUICK, INTO THE TARDIS, WE CAN'T HANG AROUND IN HERE ALL DAY.
WHAT? WE CAN'T LEAVE! WE HAVE TO STOP THE GOVERNOR. WE...
CLARA, YOU REALLY DON'T KNOW ME VERY WELL AT ALL, DO YOU? NOW, WHERE'S MY SONIC SCREWDRIVER.
I'VE GOT IT RIGHT HERE - -
NOT SO FAST!
NOW, HAND ME THE KEYS TO YOUR CRAFT, OR DIE!

DON'T THEY BOTHER WITH 'PLEASE' OR 'THANK YOU', WHERE YOU COME FROM?
CLARA! WHAT ARE YOU DOING? THE SONIC'S A DELICATE INSTRUMENT!
KLUNK
SORRY. IT WAS HIM. HIS ATTITUDE JUST GOT ME RILED UP.
NOW, WHAT HAVE WE HERE?
ARRRGHHH!
KLIK!
ZZZZZKKKKZZZZ!
THE WAR-BOTS! THEY'VE - -

- - VANISHED!
JUST AS I SUSPECTED.
HIS WHOLE INVASION FLEET WAS AN ILLUSION. HIS FIRE POWER DOESN'T EXIST.
STELLAR NEXUS. A SPACE CON-ARTIST WHO TRAVELS THE LESS ENLIGHTENED WORLDS THREATENING EXTINCTION IN THE NAME OF AN EMPIRE HE MADE UP OFF THE TOP OF HIS HEAD.
TUT-TUT! WHAT ARE WE GOING TO DO WITH HIM?
PLEASE, GREAT ONE! HAVE MERCY. JUSTICE IS HARSH ON MY PLANET. IF YOU RETURN ME IT MEANS CERTAIN DEATH.
WHAT DO YOU THINK, CLARA? ARE YOU FEELING MERCIFUL?
DO YOU THINK IT WAS A GOOD IDEA LETTING HIM GO?
HE'S PRETTY HARMLESS WITHOUT HIS ILLUSION ENHANCERS. NOW, I DON'T KNOW ABOUT YOU BUT I COULD MURDER A GOOD CURRY! LET'S GO EAT!
THE END!



COULD YOU SAVE THE WORLD?

You humans can't always rely on me to save the world. What happens if the Daleks invade and I'm enjoying a bowl of gazpacho on Cornucopia? So, it's time to stand up and be counted. Let's see if you've got what it takes to be a world saver!

1 **An alien spaceship appears over your house. The commander of the ship orders you to come aboard. What do you do?**

- **A.** Obey without question, you're far too scared to do anything else.
- **B.** Attack the spaceship with any weapon you can find; you love a good battle.
- **C.** You obey, but only because you want to know more about these aliens.

2 **The aliens promise you wealth and power if you betray the world. What do you do?**

- **A.** You agree, after all, what choice do you really have?
- **B.** You refuse and physically attack the alien leader.
- **C.** You pretend to accept; you need time to think of a plan.

3 **You discover the aliens weakness just minutes before they launch an attack on Earth. What do you do?**

- **A.** Nothing. If things go wrong they might get angry with you.
- **B.** Without warning you use your knowledge to destroy the aliens.
- **C.** You give the aliens a chance to surrender before taking action.

4 **In your opinion what is the best way to deal with an alien threat?**

- **A.** Cooperate with them, if you don't, they could make things difficult.
- **B.** With brute force. You should wipe them out completely.
- **C.** Try dealing with them peacefully. If that fails then try to outsmart them.

5 **The aliens are beaten and beg for mercy. What do you do?**

- **A.** You are so relieved you make friends and leave in a hurry.
- **B.** You refuse to be merciful and decide to destroy them.
- **C.** You accept their surrender, and tell them to leave the solar system.

HOW DID YOU DO?

Earth better look elsewhere for a hero. It's okay to be scared, but you really take the biscuit!

I think I will probably have to deal with you before long. Are you sure you're not half Dalek?

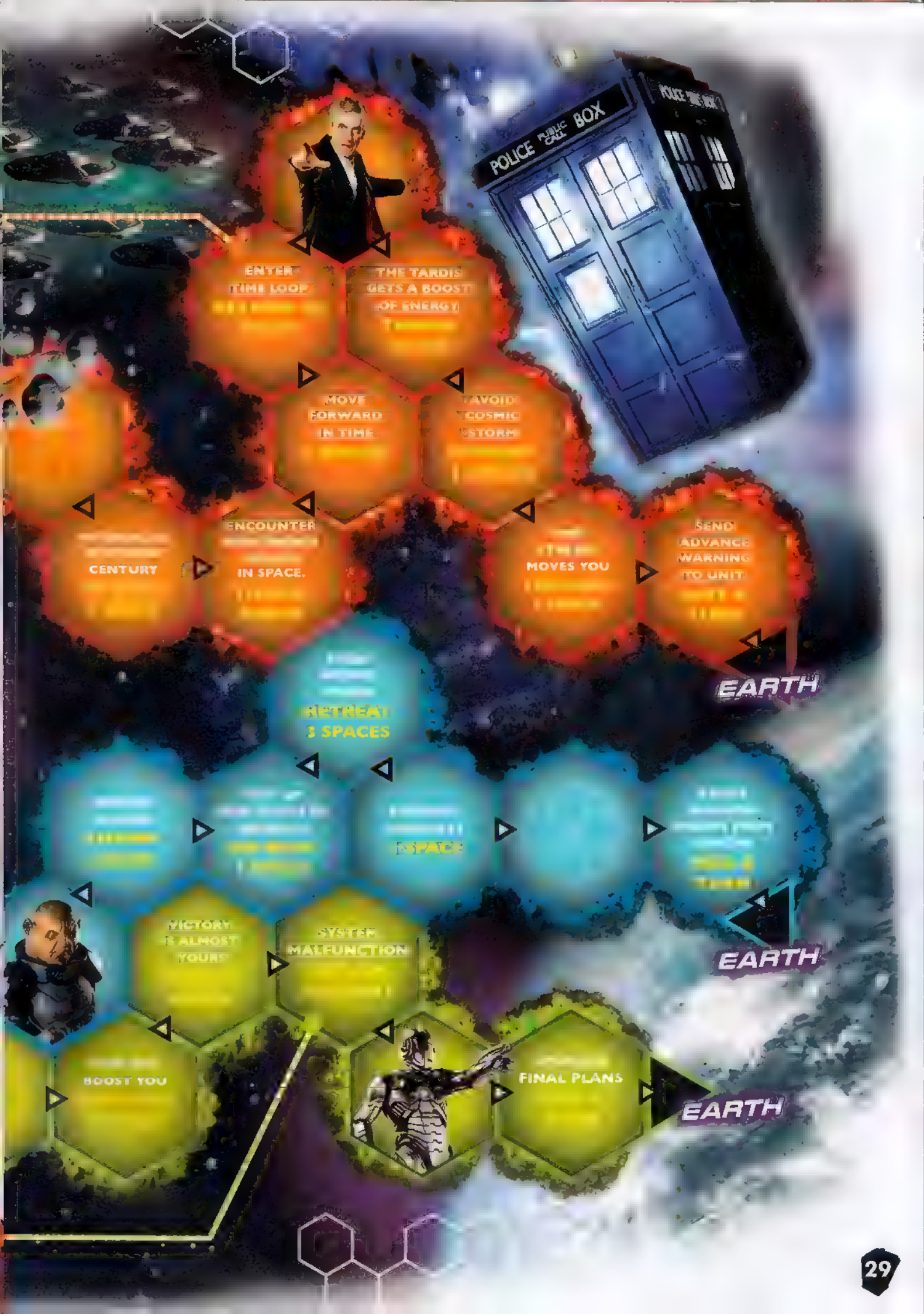
I can relax, because I know Earth will be safe with you around to look after it.

END GAME

This is your chance to play the Doctor, the Sontarans or the Cybermen. Will you choose to conquer or save the planet?

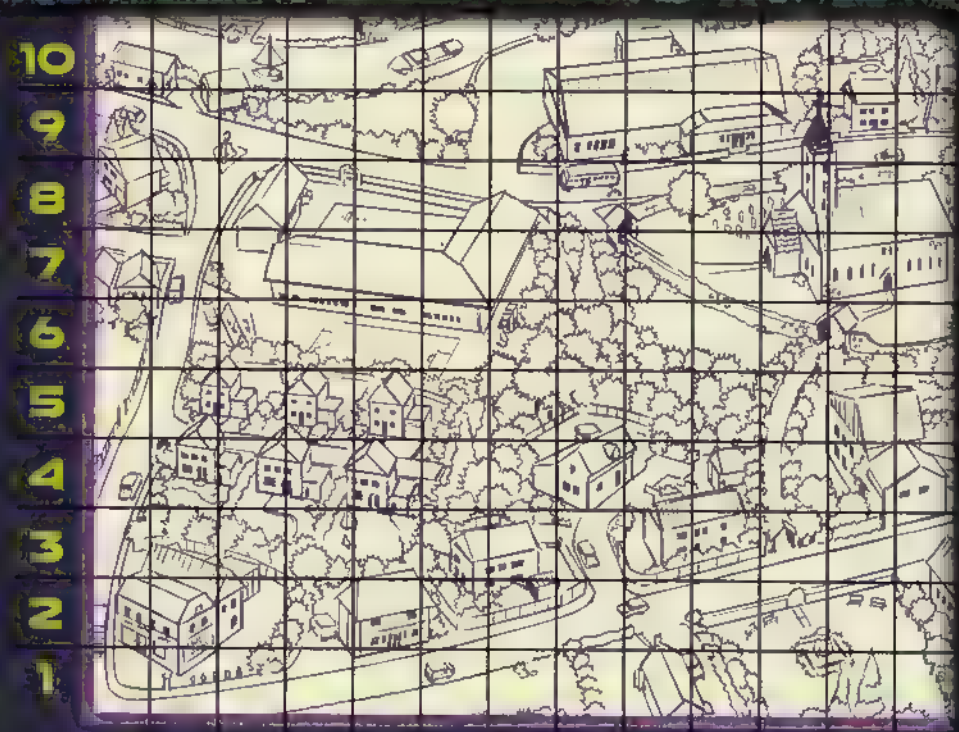
HOW TO PLAY:

Cut out the counters and choose who you want to be. Put the counter on the START square for your character and then take it in turn to flip a coin. If the coin comes up HEADS move 2 spaces. If it comes up TAILS move 1 space. Remember to obey the instructions on the spaces you land on. The FIRST player to reach EARTH is the winner.


POLICE PUBLIC CALL BOX
ENTER TIME LOOP
THE TARDIS GETS A BOOST OF ENERGY
MOVE FORWARD IN TIME
AVOID COSMIC STORM
CENTURY
ENCOUNTER
IN SPACE.
MOVES YOU
SEND ADVANCE WARNING TO UNIT
EARTH
RETREAT 3 SPACES
SPACE
EARTH
VICTORY IS ALMOST YOURS
SYSTEM MALFUNCTION
BOOST YOU
FINAL PLANS
EARTH

LOCATE THE TARDIS

The TARDIS has been teleported to a new location by the Sontarans, luckily the Doctor has managed to get a fix on its position. Follow the coordinates to pin-point its exact location.



1 Begin search on B1

2 Move 6 clicks north and 5 clicks east

3 Continue 3 clicks north and 3 clicks east

4 Move 3 clicks south and 1 east

TARDIS Grid Location

Here is the third fragment of the message. Use the key to the first two fragments to complete the message.

ZYGON FRAGMENT

CODE 3

ANSWERS ON PAGE 34

THE SINGULAR CASE OF THE BLUE MEN OF THE MINCH

FROM THE JOURNAL OF JENNY FLINT

Life had been quiet in Paternoster Row during the spring of 1894 and Madame Vastra was bored. This is always worrying for me, because when Madame Vastra gets bored she often likes to over-indulge in comfort food, which in her case generally means eating any local criminals she comes across, a habit of which I strongly disapprove. It was therefore something of a relief for me when a cable arrived from the Isle of Skye in Scotland, asking if we could investigate a series of disappearances amongst the local fishermen.

Madame Vastra was not overly keen on making the trip to Scotland. At times when the weather is cold she becomes very lazy and it can be difficult to arouse her interests.

"Fishermen? In Scotland? Clearly they got lost in a storm. What is the point in us going all the way to the Hebrides in order to state the obvious?" she snapped.

"I think it's more complicated than that," I persisted. "There have been local reports of strange blue-skinned men in the region and it is believed that they are responsible for the disapearances."

"Typical of these apes to blame those who are different for their problems," sighed Madame Vastra. "Tell them, no. They'll have to look elsewhere."

"I for one would relish the chance of meeting these strange blue men," said Strax, from the doorway. "If they are in anyway responsible I shall challenge them to combat and tear them limb from limb. If they are falsely accused, I shall challenge their accusers and deal with them in the same way."

"Oh, please," I said. "At the very least, it will be a nice, relaxing holiday."

"Oh, very well," Madame Vastra agreed at last. "But Strax, no tearing limb from limb. Not without my say so."

I'm sure I heard Strax muttering something about "You're not the boss of me, I'll tear who I like," under his breath as I made the arrangements for our little excursion north.

We stayed in a quiet little inn in Waternish, on the Isle of Skye. The locals did not seem disposed to being too friendly and avoided us as best they could, which meant we were able to dine in peace in the snug little parlour of the inn. It was over dinner that Madame Vastra began forming her thoughts on the case.

"Fifteen fishing vessels have disappeared in as many weeks, no survivors. At the same time, local fishermen have reported sightings of curious blue men. According to legend these creatures have been seen at various times over the centuries. Normally I refrain from making deductions with insufficient data but this time it seems clear we are dealing with an alien threat."

"Splendid!" muttered Strax. "When I meet them I shall send them running back to wherever they came from with their tails between their legs. Presuming they have tails and legs, of course."

It was not difficult to hire a small fishing boat from the locals. They did not like the look of my companions, but they liked the colour of our money well enough. That very night, under the light of the full moon, we set out across the Minch Strait in search of these blue men.

To complete our cover it was important that we pretend to fish and Strax after struggling to catch an eel seemed much taken with the sport. "These eels are mighty warriors," he panted after the creature had broken his line and escaped. "Your leaders should employ them as soldiers. Never have I faced so slippery and powerful a foe." He then stood up in the rowing boat and saluted the waters. "Eel, I salute you. It has been a pleasure to do battle with you."

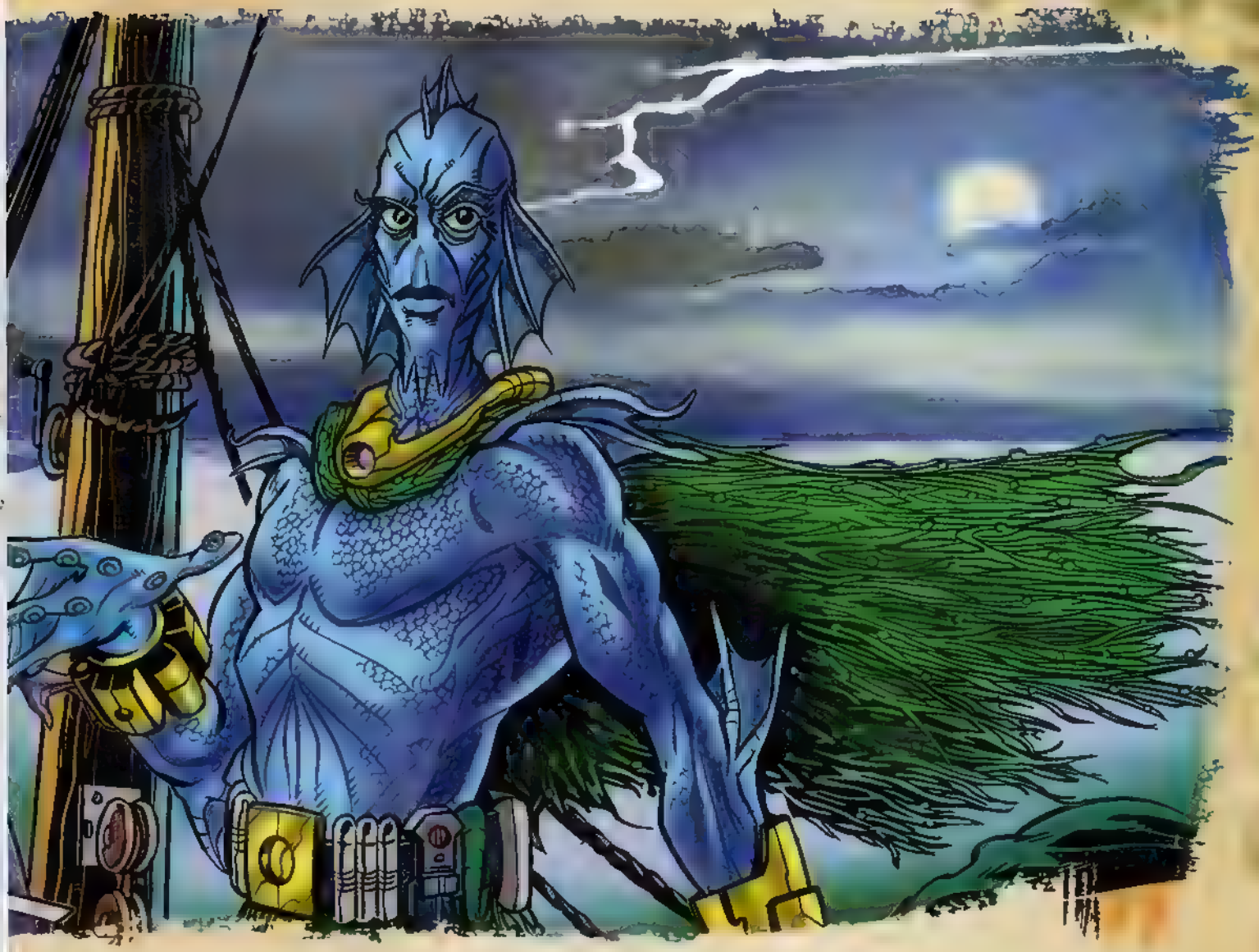
"Shh! Quiet!" snapped Madame Vastra. "Listen."

It was then that we heard a strange throbbing sound, similar to that of a swarm of angry giant bees. I stared out across the water and there coming towards us was a craft that seemed to hover over the waves. On board were men, their skin blue and gleaming in the moonlight.

"Halt!" said one of the figures, he was taller than the others and dressed in what appeared to be sea-weed. "These waters are ours. You shall not pass. We are the Blue Men of the Minch. Turn back now, or perish."

Our boat drew alongside the strange hovercraft and I saw these men, and women for the first time in all their glory. They were taller than humans. Their skin covered in scales which I knew was attractive to Madame Vastra. Gills opened and shut on the side of their long, graceful necks.

"We are here to stop you from capturing local fishermen and their boats," said Vastra, her voice loud and commanding as she raised her veil. "I suggest you return



those you have taken or face the consequences."
Strax stood up beside her. "I suggest you argue with us. I am most anxious to do battle with you, my strange blue lady," he growled.
"She's a 'he'," I corrected him.
The leader of the Blue Men frowned and stepped aboard our boat, causing it to wobble alarmingly for a moment.
"We have taken nothing," he said. "We remain hidden from the eyes of men, unless they come too close to our base of operations."
Vastra matched his frown with one of her own. "Then you are not responsible for stealing the fishing boats and fishermen of Skye?"
The leader laughed at this. "What would we want with their puny boats? We seek only to observe this planet as we have done for the last nine hundred Earth years."
"Observe? Why?" asked Strax. "Are you followers of the sport of fishing? I confess, it is more difficult than one would think."
"We are scientists, that is all. We are here to observe and understand life on Earth."
It was then that a rifle shot rang out across the water. We turned and saw a small fleet of little fishing boats approaching. The boats were filled with blue-skinned men. While their blue skins seemed unearthly, the rifles they pointed at us were most definitely human in origin.
"At last!" cried Strax. "Battle!"
The leader of the Blue Men who was still in our boat removed a device from his belt and raised it above his head. An eerie sound filled our ears and the waves rose up around us, causing all the boats except ours to capsize. Soon the waters were filled with men, who upon coming in contact with the water lost their blue colour and were revealed as no more than human.
With the help of the true blue men, we rounded up the imposters and returned them to shore, where Madame Vastra interrogated them with a little help from Strax.
"It seems they are smugglers, and thieves who disguise themselves as the legendary blue men in order to scare people away so they can continue to operate their dastardly trade," she told me over breakfast the following morning. "The authorities now have them in custody. I made no mention of the real Blue Men of the Minch of course. I think they deserve to be left in peace. Don't you?"
"Indeed," said Strax, "But if ever they decide to do more than observe, they will find me more than ready and willing to fight them!"

The End

WHO NEWS

WHAT AN EXPERIENCE

NEWS SCOOP

Thursday, 26th March, was a day that a group of children from the charities Starlight and Ty Hafan and Gladstone Primary School will never forget. The children were visiting the Doctor Who Experience in Cardiff Bay when they were surprised by the appearance of the Doctor himself, taking time out from saving the universe to celebrate 10 years of New Doctor Who with his fans. Squeals of delight were heard all around the exhibition as the Doctor appeared at the console of the TARDIS. The Doctor commented, "To be able to take the children around the Doctor Who Experience this afternoon was a joy. It was a little surreal following myself around the adventure, but I had a team of brand new companions to help me along the way."

The young fans were completely mesmerised as the Doctor introduced props from his favourite adventures But it wasn't all play, at one stage the Doctor and the children came under attack from a Dalek and the Foretold. Luckily, the Doctor used his sonic screwdriver to force the monsters to retreat. Following all the excitement, the Doctor took part in a very special interview session where the children got to ask the Time Lord a series of tough questions.

It's question time.

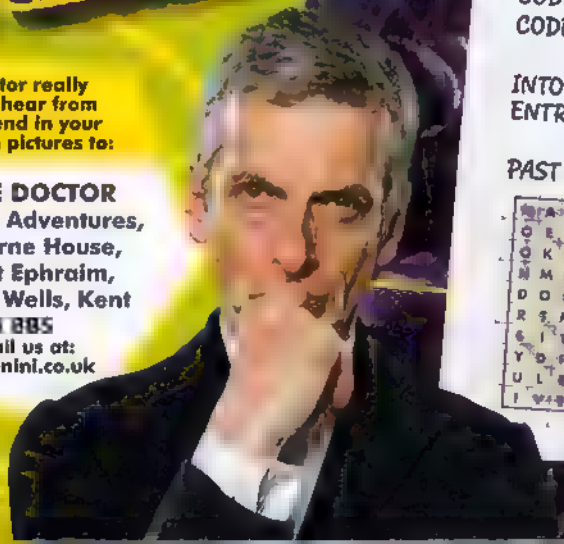
Don't panic!

The Doctor saves the day.

TARDIS MAIL CENTRE

The Doctor really wants to hear from you, so send in your letters and pictures to:

TELL THE DOCTOR
Doctor Who Adventures,
Brockbourne House,
77 Mount Ephraim,
Tunbridge Wells, Kent
TN4 8BS
or email us at:
dwa@panini.co.uk

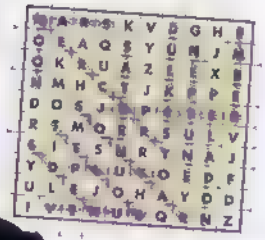


IN SEARCH OF THE ANSWERS »

ZYGON FRAGMENT CODE 1: THE DOCTOR
CODE 2: MUST BE
CODE 3: DESTROYED

INTO THE SPACESHIP: ENTRY CODE: 7519

PAST JOURNEYS:



BACK TO THE TARDIS: The real TARDIS is 7

A HELPING HAND: PATH C

CLONE CENTRE:

LOCATE THE TARDIS: The TARDIS grid location is K7

CYBERMAT INFESTATION: The Cybermats are hidden on pages 10, 14, 21, 27 & 30

HOW DID YOU DO?

DOCTOR WHO ADVENTURES

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EMPIRE'S FALL STORY ☐	POSTER ☐	COULD YOU SAVE THE WORLD? ☐

OAL HILL
SECONDARY
OREDITCH
DOCTOR WHO
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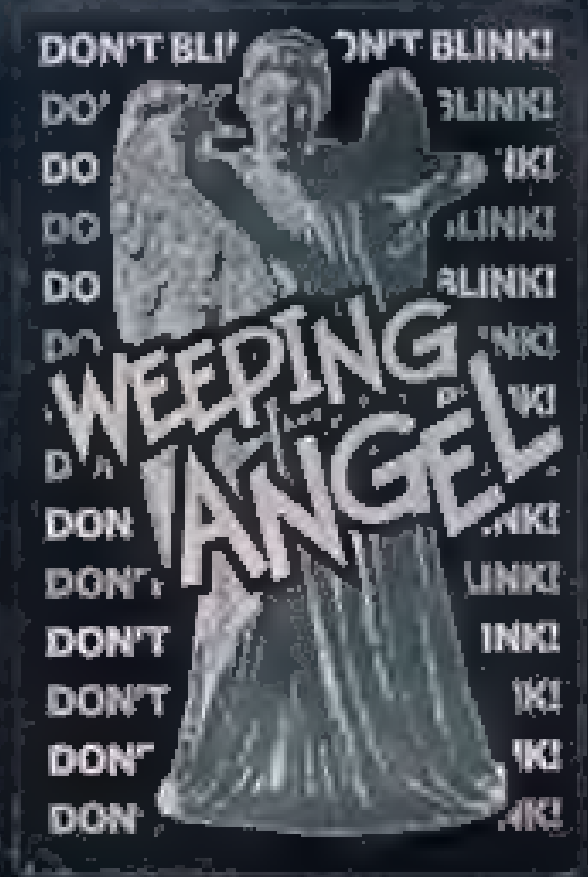

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